

JIHAD is an amateur publication for the refereeing of postal Diplomacy(tm) games and other conflict simulations.

#10

Published monthly by Glenn Overby, 23096 Tawas, Hazel Park, MI 48030. JIHAD subscriptions are available from the publisher at an annual rate of \$9.00 (12 issues).

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jihad!

DIPLOMACY GAMESTART p. 26

Opening Guns

Egads! I've created a monster...or at least that's what I was thinking as this issue started to take shape.

This is by far the biggest issue of JIHAD ever - 28 pages long. Three gamestarts (Diplomacy on p. 26, Kingmaker on p. 12, and the "press game" of Dip on p.11), tons of press in 78FK and 80IF, and a 2½ page adjudication/press for A Mighty Fortress contributed to the inflation of what was already to be a big issue.

The Class of '80 feature is in here as promised...all 8 pages of it starting on page 3. I won't discuss the poll results here, except to say that I'm pleased with the response, and that the three zines I'd picked to finish 1-2-3 (leaving out my own) did so. "Nuff said."

I have some sub extensions/gamefees to award - while I cancelled the Journalism Awards last month due to general lack of interest, I wasn't prepared for the storm of comments asking if Arturo Guajardo ("Chicken" Cacciatori's mentor) was going to get the prize he would have "easily" won if the contest hadn't been cancelled. To all those out there who pushed his nomination - YES, I'm awarding Arturo his six issues. Thanks for filling all that zine space with laffs, A.G....

As for the promised award for the best commentary on the Class of '80 - I couldn't break it down any farther than the top 4. Therefore, Arnett, Henricks, Larzelere and Masters each get three issues or a gamefee...let me know which, guys...

Now for some "bad" news - some of you may have already noticed the \$9.00 sub rate on the cover this month...well, it's true. Subs to this zine will increase to \$9.00 a year on April 1st, or the date on which the USPS jumps the rates, whichever is later. Get yourself a bargain - sub or renew now...

Why all the way to \$9? Simple enough - I expect to be publishing all my issues over the 1 oz. limit by May 1st. This means that if the 35¢ rate for two ounces goes into effect, my mailing costs go up TWO DOLLARS AND FORTY CENTS A YEAR over what they are now per subber. The extra 60¢ a year won't cover the added printing costs, but it will bring my losses within acceptable limits. Such is life, I guess.

Finally - my two new variant designs are in here (p. 14), along with some review material, another Contest Corner, and the usual array of printed matter.

On with the show...

Changes of Address

Don Del Grande (Machiavelli 8001) to 2400 Durant Ave #208, Berkeley, CA 94720.

Diplomacy Hobby Census

The process of collecting mailing lists is underway. Thanks to the publishers of BUSHWACKER, BRUTUS BULLETIN, LIFE OF MONTY, SNAFU, LONE STAR DIPLOMAT, CHEESECAKE, and INVASION for their lists.

Unfortunately, this is a small fraction of the data I need. If you publish a Dipzine (or Dipxyn if you read TSS), PLEASE do me two favors - 1. Send me a current mailing list by April 1st.

2. Plug the Census in your zine/byn so others will do the same.

I'll be mailing out a letter to all publishers in the Zine Directory who haven't responded by the end of February, so save me a stamp, please, and mail early. Thanks.

Detroit Diplomacy Tournament - Remember April 25th and 26th at the Detroit Gaming Center in downtown Detroit. Three rounds - fee is \$3 in advance, \$4 at the door - contact me for complete info.

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Same_Openings are presently available (or unavailable) in the following:

DIPLOMACY #6103 - Seven players. Seven openings.

KINGMAKER - No openings at present. Maybe in a few months.

BACHIAVELLI - No openings.

A MIGHTY FORTRESS #8002 - Six players. Bratcher, Crane, Davies-Morris, McConnell, Osborne, and Osmundson are registered.

This game has just filed, and will start in mid-February with the first deadline set for the end of March. No more openings 'til 1982.

INTERNATIONAL GAMES to month-and-a-half deadlines (8 turns/year).

DIPLOMACY (T-1) - Waiting list open for USA players. Players from outside USA may register directly by paying a \$5 gamefee and setting up their sub/trade arrangement.

Registered: John Marsden (UK)

BOURSE (1-2) - Bourse is an economic game which will be run side-by-side with the International Diplomacy game. Players speculate in the currencies of the seven Great Powers, trying to wind up as the strongest backers of the biggest Powers when the Dip game ends. The gamefee for this is \$3.50 - you cannot play in both the Bourse and the attached Dip game.

Registered: None yet.

ERFCATOR III (I-3) - This is a 13-player Dip variant on a world map.

Almost unknown in the U.S., I consider this British design to be one of the very best large variants ever developed.

Gamefee is \$3 for North America, APO, FPO (includes rulebook & map). \$4 for other countries (again, including rules & map).

Registered: Anderson, M. Bates, Del Grande, Marsden, Mercer,
Osborne, Winter.

DIPLOMACY VARIANTS

Crypto-Diplomacy II is cancelled for lack of interest. Players who had paid a gamefee may apply it to their sub, to another game, or I'll send a refund check. Let me know...

Mercator III is listed under International Games above.

North America: 2020 - Seven players, Anderson, M. Bates, Osborne, Scott, Stewart, and Swartz are registered.

Only ONE MORE PLAYER needed...this game is set in a hypothetical future after California sinks into the sea, Quebec secedes, Texas declares independence, and economic chaos fragments the U.S.A. Special rules include hovercraft units and tricky random events.

The Song of the Night - Five players. Anderson and Osborne(?) are registered.

A \$6.00 gamefee gets you into this fantasy variant - and Lew Fulsipher's book Diplomacy Games and Variants (reg. \$5.50) to boot. Any Dip player who likes fantasy games such as D & D should consider this unique game.

Ten-Man Diplomacy OR Woolworth Diplomacy - 5 or 10 players.

See page 14, where both games are published for the first time.

2001 = Three through ten players.

Hobby old-timer Rod Walker designed this multiple-scenario global game for any number of players 3-10. Gamefee will be \$4.00.

GAME FEES for all games are \$2.00 plus sub. unless otherwise listed.

Take THAT, Konrad Baumeister!

The Class of '80 stands in review...

This article is nothing more - and nothing less - than an attempt to survey the entire new crop of North American gamezines. Fully 17 zines are discussed herein, in a grand-scale review and commentary aimed at dispelling once and for all the MYTH of the alleged superiority of the "old guard" of gamezines.

Many words have been written, and many theories have been espoused, about the transition from old to new in the Diplomacy hobby and elsewhere. Virtually all such commentary has been written by persons who have a vested interest in one side or the other of the question (and this is no exception). A lot of nasty things have been said, feuds have commenced, and people have departed what should be a fun hobby in varying degrees of disgust.

Unfortunately, this morass of verbiage referred to above usually ignores one fundamental point; in ANY discipline, at ANY time, there will be quality work going on side-by-side with junk. Some of each will die off, while other projects will live on for months, years, or even longer. Neither old nor new has any intrinsic merit solely by being old or new; there will always be the good and the bad.

Therefore, the Class of '80 should stand tall, and walk with its collective head held high - neither claiming superiority over its predecessors, nor apologizing to them. The one area where the "new" CAN prove itself superior to the old is in our treatment of the Classes of '81, '82 and beyond. If we can resist the temptation to become patronizing (not to say contemptuous) of our successors as "new blood" continues to arrive, the whole hobby will be MUCH further ahead. I grant that the foolish charges of the past are probably the product of a minority - I simply hope that the latent minority of my fellow Class of '80 publishers who might be prone to intolerance will listen and take heed.

After that somewhat somber, if thought-provoking, lead-in, it's time to lighten the tone of this piece a bit.

I'd like to introduce the main body of the Class of '80 review with the most unrestrained praise I received about the Class as a whole...written by a publisher whose own Class of '79 was itself subjected to a lot of unwarranted criticism. Roy Henricks, of Envoy, contributed this "Toast to the Class of '80":

"As the publisher of the oldest member of the Class of '79, I disagreed strongly with statements by some of the 'old guard' in the hobby that the 'new' zines were of lesser quality than the 'hobby standards.' Happily, the Class of '80 has worked to reinforce my view that the newer zines are every bit as good as some of the older pubs, and in many cases, improvements upon the 'old' standards of quality.

"As the gaming hobby continues to grow and attract new members, it stands to reason that the number of people with the desire, talent and finances to publish their own zine will grow also - and some will be around in years to come to be valid claimants to the title 'hobby standards.' Sure, some will fall by the wayside; anybody have statistics on what percentage of zines have folded in other years? But there are some very good ones in this Class of '80 - zines which really have 'class.' The 'new breed' zines of the late seventies and early 80s are typified by better reproduction, a wider variety of editorial content, and perhaps most significant, a greater assortment of game choices. Diplomacy is still king, but the hobby has recognized that other

excellent pbm games exist, and the 'new' zines are both responsible for this and are providing the vehicle for the play of such games - not to mention giving new GMs an opportunity to get their feet wet. The good 'old guard' zines continue to set high standards of quality and reliability, but suggesting that the good new zines do not sound to me like so much protective jealousy - 'it's been our hobby for years, and these young upstarts think they can horn in' - that seems to be the philosophy. Looking at the quality and enthusiasm of some of the Class of '80 publishers gives me a good feeling for the future of the pbm hobby. To be specific:

"JIHAD - a publisher who really cares - both about gaming and the product he puts together. A definite winner - sure to rank high in popularity.

"JUST AMONG FRIENDS - a truly creative humor matched with an 'I'm having fun' attitude. Another sure bet.

"LIFE OF MONTY - a persistence unparalleled in the hobby - published three premier issues - if this one gathers momentum in the form of players, it too will be here for the long haul.

"Samples of others of the Class of '80 - APPALLING GREED, BORN TO DIP, INVASION, LONE STAR DIPLOMAT, PLAGUE TIMES and TORPEDO - each gives promise of adding an unique style and flavor - appealing to some but not others, but contributing to the benefit of all. Many will be around for a while, and make lasting contributions to the enjoyment of gaming for lots of hobbyists.

"CLASS OF 1980! I salute you!"

Several other persons responded with general comments about the Class as a whole, with or without comments about individual zines. Jack Masters, publisher of Black Frog, took a more reserved position:

"Many new zines this year and most of them well thought out with good formats and graphics. The very large number of game openings, resulting from many zines coming out at the same time, is causing problems, however, as games are hard to fill. At least four of these zines ((presumably from the list of 11 he rated)) will be gone a year from now."

Jack also suggests a list of "Zines most likely to be alive in December 1981": 1. Black Frog 2. Lone Star Diplomat 3. Jihad 4. Invasion 5. Torpedo 6. Plague Times

Bruce Schneier, of Invasion, offered insight into what he looks for in a zine:

"When I read a zine, I'm not interested in fancy graphics or reproduction, I'm interested in good reading. Some zines print nothing but games and news. Any zine publisher can do that, but it takes articles to make a zine interesting."

Mike Conner, of Lone Star Diplomat, chose instead to comment about the poll which appears later in this article:

"Generally, I don't think any zine deserves a 10. And I would say the same about a 1 or 2...I have a feeling that some of these lower-rated zines will improve with age."

Finally, Just Among Friends publisher Al Pearson summed up what has to be the "bottom line" for many of us looking at zines...

"But what I like most is games - a well run game, on time,

with good press."

As for what I seek in a zine...well, I gave it some thought and eventually isolated six areas that I feel are important to a good zine. While most zines will have one or more weak areas, the really good ones usually compensate for weaknesses by excellence in other factors. The six areas - in a rough order of personal priority - are:

1. Quality of gamesmastering. This implies a low error rate, the prompt reporting of all game-related information, and knowledge of and adherence to the rules of play.

2. Uniqueness of article content. I subscribe to Piggott's 2nd Law of Fanzines here - "A good fanzine contains material which cannot be obtained elsewhere in the same form." I do have a strong preference for games-related articles, though.

3. Reliability. An irregular zine is nothing short of frustrating.

4. Physical quality. I like clear, sharp, organized zines...and I've found that this kind of attention to seemingly unimportant detail usually implies attention to detail in more important areas like GMing and writing.

5. Literacy. This is my perfectionist tendency showing through. The attention to detail argument from 4 above applies here, too.

6. Variety of games. This is an "all things being equal" criterion. It's more important to do the games WELL, be they 1 or 10 in number.

Now comes the fun part - comments pro and con on 17 members of the Class of '80. I've also included basic sub and background information (where available) on each listed zine...much of this information came from Mike Mills' Zine Directory (reviewed elsewhere in this issue).

APPALLING GREED - Mark Larzelere, 522 W Grand River, Howell, MI 48843; ditto 3wk; subs 10/\$3; games Diplomacy.

What you said: Well named...I rated perhaps a shade too high, but I think it is highly promising...nice print and very innovative articles ...print is poor, material is OK...funny, thought-provoking, and well thought out...my beef is I don't like thieves who steal thieves ideas ...need to see more to convince me...he'll do well as long as he doesn't fall into the trap of putting out a warehouse every month.

My comments: I've only seen one issue. AG is literate, though the subject matter is off the beaten track. The print's pretty good, for ditto. I've met Mark personally, and like him - I hope AG works out.

The reader comments above show a strong love-hate relationship toward this zine, and the poll votes (ranging from 8 down to 2) bear this out. There's very little middle ground here.

BLACK FROG - John H. Masters, 25711 N Vista Fairways Dr, Valencia, CA 91355; photocopied (reduced) 2-3wk; subs 50¢/issue; games Dippy.

What you said: Good zine...I guess I go for the funny stuff...Black Jack is probably the best writer in hobby...I've only seen one issue, but I definitely liked what I saw...Overrated hobby wise, but good nonetheless...he will improve for sure...you've got to admit BF is highly entertaining, even if you sometimes have to strain to see the connection with Dippy.

My comments: Black Frog is one of my very favorite reads. I wish I had Black Jack Masters' wit - I know why he was voted top article writer in the Whitestonia poll. BF is also the most innovative zine in the hobby - the list of unique features is much too long to list here. I would give it one of my (rare) 8's.

BORN TO DIP - Brad Wilson, 302 Friendship Dr, Paoli, PA 19301; unknown; subs 10/\$5; games Diplomacy.

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What you said: Interesting style, great promise...first issue of this one was unauispuicous ((sic)) but I am not willing to write it off on the basis of a first issue...if he learns to type and gets a good repro system, his future is good...I have doubts about this one, (though) some plugs of it I've seen look more favorable...appears like an early Retaliation...I'll bet it gets better...with the strong competition from other new zines, this one may come up short.

My comments: None. I haven't seen Born to Dip.

BYRNE SYNDROME - Kathy Byrne, 42-34 Sauli St, Flushing, NY 11355; photocopied monthly; subs 25¢/issue; games Nuclear Holocaust.

What you said: Nuclear Holocaust only - two games...started pubbing 1/80.

My comments: No openings at present. No other comments - I haven't seen BS, either.

INVASION - Bruce Schneier, 455 E 17th St, Brooklyn, NY 11226; mimeo monthly; subs 12/\$5; games Diplomacy and variants, Kingmaker.

What you said: Bruce Schneier is a certifiable loon ((context implies a compliment))...hard for me to resist...doesn't really "grab" me... has potential...enjoyed his election special issue...a bit too devoted to politics (and) the political views aren't balanced enough for me... not outstanding or particularly noteworthy...this zine will undoubtedly make the grade and become a reliable zine for years to come.

My comments: Bruce has a knack for getting people to write for him, and usually they write well. I find the repro, spelling and grammar to be annoying at times, but this is really nitpicking on my part. I don't have to agree with the writing to appreciate a lot of it.

There's a love/hate trend in the poll votes here, too...my guess is that repro and literacy problems turn some people off before they ever bother to dig into some of the content. Nevertheless, I'll bet on this one being here for a while.

JIHAD - Glenn Overby, 23096 Tawas, Hazel Park, MI 48030; offset (reduced) monthly; subs 12/\$6; games Diplomacy and variants, Kingmaker, A Mighty Fortress, WS & IM, Bourse, Machiavelli, others.

What you said: One of my favorites...clear print and very diversified material...a bit stuffy for my taste...quite professional in appearance ...innovative mix of games...should be around for a long time...solid, hobby- and game-oriented zine...one of the most literate zines around ...reminds me of Envoy and Dragon and the Lamb, which are good zines to be reminded of...I would like to see (more) Diplomacy and fewer other games...well run games (WSIM notwithstanding)...printed clean (and) I envy the print job...graphically excellent and showing a fair amount of originality...organize material better and you're a 9...I only hope that you aren't taking on so much GM work that it becomes a burden... stick to a regular publishing schedule and I think you'll be a hobby favorite.

My comments: I'm both flattered and embarrassed by all the nice things you people said. I also appreciate your criticisms - I'm working on several of them right now.

Remember when you read the poll results that it ran here - so I'm guessing that my score is slightly inflated (although I've received a significant number of votes that didn't include Jihad for any of several reasons.)

JUST AMONG FRIENDS - Al Pearson, Rte 1 Box 177B5, Kearneysville, WV 25430; ditto monthly; subs 12/\$4; games Diplomacy.

What you said: I think this one will do well...anyone who has a Dr. Ben Cagey column can't be that bad...looking forward to seeing this one develop...repro could be better...print is somewhat hard to read...the

material is there...somewhat ordinary...it seems that new zine plugs always include the word "promising" but in this case I think it is real appropriate.

My comments: Al publishes for the fun of it, and transmits this feeling of goodwill to his readers. JAF shies away from "serious" hobby news and emphasizes its games and press instead. The Diplomacy Doctor column is always good for a laugh.

LIFE OF MONTY - Don Del Grande, 142 Eliseo Dr, Greenbrae, CA 94904; photocopied monthly; subs 55¢/issue; games Diplomacy, Third Reich, Kingmaker, Empires of the Middle Ages, others.

What you said: Don is a pretty funny fellow...I hate Monty Python, but love Don's nonetheless...I thought he'd be good. I was right...very good potential...occasionally LOM lacks cohesiveness...if he could only fill a game...I wish he could get his games going...((Don has two game-starts in his newest issue))...I think that Del Grande should have waited a bit longer before undertaking this.

My comments: When Don's good, he's very good. He does tend to be a bit spotty, though. Don's unique brand of humour ensures that he'll always have faithful supporters and strong detractors - such is the price of being different. This may be the sleeper of 1980.

LONE STAR DIPLOMAT - R. Michael Conner, 3214 Beverly Rd, Austin, TX 78703; photocopied (reduced) monthly; subs 10/\$6; games Diplomacy.

What you said: Professional - in writing, printing, and production...extraordinary repro...high level of literacy...I don't care for Mike's HRs, some of his writing, or his ideas...one of the stuffiest zines around...it'll make the top 10 in the next Leeder Poll...telephone demo game is good...off to a good start...best looking format I've seen in a Dipzine...I'd like LSD better if Mike Connors ((sic)) would take a lesson from Bruce Schneier or Dick Martin...beautiful format and graphics...clear, organized, and run efficiently...should be up there with Jihad and Black Frog...its content (as opposed to form) should be more interesting...more involved with Texas than realistic ...he will need more than the Texas theme eventually...attractive and on time - as far as I can see, he's the best of the Class of '80.

My comments: Lone Star Diplomat has established a new standard for excellence in graphics, layout, and production. I think that Mike overkills the Texas theme at times - sometimes after reading LSD I'd like to nuke the whole damn state just to shut off the tripe - but the theme does give LSD cohesiveness. This zine gets my other 8 vote among Class of '80 zines. (Jihad might rate one as well - but I'm biased, of course.)

MIKE'S MAG - Mike Scott, 1726 Cypress Cir, La Verne, CA 91750; offset (reduced) monthly; subs included in gamefees only; games Crusades, Machiavelli, Conquistador, Rail Baron, Russian Civil War, others.

What you said: Nothing.

My comments: Pure warehouse - and the poll ratings are low for that reason - but this zine offers good GMing and unusual game offerings. Probably the only gamezine around which has never run a game of regular Diplomacy or regular Kingmaker. (Of the zines that have started games, that is...)

OVERBIGHT - Peter Schwaninger, 1628-F Spartan Village, East Lansing, MI 48823; photocopied 3wk; subs 12/\$3; games Diplomacy.

What you said: Nothing.

My comments: Overbright specializes in local games with quick deadlines and lighthearted press. Peter calls it a Diplomacy zine "for those who don't have time to play." The two pages in an average issue of this

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zine are often as funny as any two pages to be found in most any zine. An intriguing minizine, on balance...

PLAQUE TIMES - Marion Bates, PO Box 381, Kalkaska, MI 49646; offset (reduced) monthly; subs 12/\$6; games Diplomacy, Deadman Dip, Kingmaker, Third Reich.

What you said: Another digest, offset Dip zine...like the material... good writers, good features...seems like the pubber has some kind of disease and death fixation...I like Marion, Nikita and Co...could be one of the best...seems something is lacking. Sort of like a banana split without the banana.

My comments: 1980 has been a good year for unusual humor in zines - and Plague Times is right up with Black Frog and Life of Monty here. If Marion can back up the writing with good quality GMing, PT will be another success story. The jury's still out here...

POWER AND THE GLORY - Claude Gauthier, 2750-A Marie St #30, Ottawa, Ontario K2B 7E7; unavailable; subs 25¢/issue plus postage; games Diplomacy.

What you said: Nothing.

My comments: I've requested a sample - which hasn't arrived yet. If I can, I'll comment on this one elsewhere in this issue or at another time.

PROSPECTUS - Fred Winter, 400 W Madison St #2400, Chicago, IL 60606; photocopied ???; subs 2¢/page + postage; games Diplomacy variants.

What you said: Repro poor - but I like the variants...may turn out to be quite good.

My comments: Any zine emphasizing variants in this day and age is going to have rough sledding - witness my variant openings here or Mike Mills' in Emhain Macha. This zine looks like it'll be mostly warehouse, with just four games to be run. I'll be watching Fred's progress closely.

SHATTO'S FOLLY - Rick Shatto, 2440 W Andrews, Fresno, CA 93705; unknown; unknown; games Diplomacy, Nuclear Holocaust

What you said: Nothing.

My comments: Same as Power and the Glory - I'm waiting on a sample.

SNAFU - Ronald Brown, RR #2, Maniwaki, P.Q. ; ditto monthly; subs 10/\$2.50; games Diplomacy (restricted entry?).

What you said: Nothing.

My comments: Snafu has grown out of the Mensa postal Diplomacy group, where Ron (by his own admission) "got carried away with his game reports." An interesting minizine - though it has repro problems - I'm not sure at this time if Ron has any intentions to open an "open" game in the future. His current games are all-Mensa games. If he "opens up" another game, I'll let you know.

TORPEDO - Bernard Sampson, 123 Sixth St, Middlesex, NJ 08846; photocopied monthly; subs 12/\$5; games Diplomacy.

What you said: Off to a slow start...there is something reassuring about Bern Sampson...look for it to improve with age and become a top zine next year...(Torpedo) isn't brilliant but it is still worth getting every month...for some reason, I just didn't like it...he'll be a first rate GM...will improve considerably when he manages to attract articles...the sleeper of the year.

My comments: I nominate Bernard Sampson for the Endwellian Society of Mediocrity. Torpedo is a respectable average - neither very good nor very bad in any area.

Before I get myself into a feud over the above nomination, I should stress that ESM membership is not insulting...actually, it would put Bern into some pretty good company. All I want to drive home is my "average" opinion of Torpedo.

Now for what you've been waiting for...the poll results. There were 18 persons who voted, equivalent to more than 25% of Jihad circulation. Not too bad.

No publisher's vote was counted for his/her own zine.

| Rank | Name (1sts) | Average | Votes | Adj Avg |
|------|------------------------|---------|-------|---------|
| 1 | Jihad (6) | 8.24 | 12 | 8.21 |
| 2 | Black Frog (5) | 8.20 | 10 | 8.00 |
| 3 | Plague Times (2) | 7.66 | 12 | 7.50 |
| 4 | Lone Star Diplomat (8) | 7.57 | 14 | 8.21 |
| 5 | Just Among Friends | 6.78 | 9 | 6.96 |
| 6 | Life of Monty | 6.50 | 9 | 6.87 |
| 7 | Torpedo | 6.32 | 9 | 6.04 |
| 8 | Appalling Greed (2) | 5.70 | 10 | 6.00 |
| 9 | Invasion (1) | 5.65 | 10 | 5.58 |
| 10 | Born to Dip | 5.29 | 7 | 5.48 |
| 11 | Prospectus | 4.33 | 3 | 4.22 |
| 12 | Mike's Mag | 3.75 | 4 | 3.58 |

Zines not named on 15% of ballots: Byrne Syndrome 7.00; Overbight 6.00; Snafu 5.00.

1st place votes for each zine include both "top" and "tie for top" ratings; thus, they add to more than 18.

Fractional votes (e.g. 7½, 8.9) were counted to the nearest tenth of a ratings point.

Adj Avg is the average of the middle 60% of that zine's votes; this score reduces the distortions of grudge votes (or any extremely high or low votes.)

Before I continue with my analysis of "what it all means", I'll list below the votes received by each zine on the main list...

| | |
|--------------------|---|
| Appalling Greed | 8*, 8*, 7, 7, 7, 6, 5, 4, 3, 2 |
| Black Frog | 10*, 10*, 9*, 9*, 8*, 8, 7, 7, 7, 7 |
| Born to Dip | 6, 6, 6, 6, 5, 4, 4 |
| Invasion | 8*, 8, 7½, 6, 6, 5, 5, 4, 4, 3 |
| Jihad | 9*, 9*, 9*, 8, 9, 8*, 8*, 8*, 8, 8, 8, 8, 7 |
| Just Among Friends | 8, 7, 7, 7, 7, 7, 6, 5 |
| Life of Monty | 8, 8, 8, 7½, 7, 6, 6, 5, 3 |
| Lone Star Diplomat | 10*, 9*, 9*, 9*, 9*, 9*, 8*, 8*, 8, 8, 7, 6, 5, 1 |
| Mike's Mag | 5, 4, 3, 3 |
| Plague Times | 10*, 8, 9, 8*, 8, 8, 8, 7, 7, 7, 7, 6 |
| Prospectus | 5, 4, 4 |
| Torpedo | 8, 9, 8, 6, 6, 6, 6, 5, 5 |

What does all this mean, then? What is this Class of '80, anyway?

Taking the poll first - even though I clearly suggested that the Leeder Poll be the guide to voting, it is silly to suggest that these numbers will be the ones run up next July by these zines. There are just too many variables involved between now and then, and my poll is based on 1/5 of John Leeder's responses.

However, there is a clear and strong preference for certain zines over others that comes out in the poll. In particular, I would guess that the four highest rated zines here have an excellent chance of cracking the top 20 - if not the top 10 - come the '81 Zine Poll.

A close look at the results of certain zines - notably Lone Star

Diplomat, Appalling Greed, and Life of Monty - also shows the undue influence that even one extreme vote can have on these ratings. It's just another reason to be careful in interpreting any survey of this (or any other) kind.

Finally, the vast majority of voters in this poll were publishers who have been around long enough to know what I meant by suggesting the Leeder Poll scale. Whether the rather high average racked up here by this Class will translate into high scores in July or so is beyond my ability or willingness to project. I do believe, though, that the scores reinforce my opening thesis - namely, that the Class of '80 is the equal of its predecessors, all things considered.

In conclusion - is there anything that marks this newest group of hobby publications? What - if anything - is the "trend"?

I find that the Class of '80 is more concerned than ever about physical quality and appearance. It's got to be more than coincidence that so much has been said about these items in the comments - or that the top zines in the voting are all acknowledged hobby-wide to be of superior calibre in these departments.

I think that there's a minor movement in the direction of multi-game zines as opposed to straight Diplomacy, but I wouldn't place a whole lot of emphasis on it. Of the top five zines in the poll, three run nothing but regular Diplomacy, while a fourth with a multi-game format has only pubbed two issues and started one game - Diplomacy.

The variant hobby will continue to have it rougher than in days gone by - only two zines from the main list offer more than one Dip variant (and both zines have trouble filling the games). Also, two other zines on the list have recently cancelled their only variant offerings due to lack of response.

As for the types and quality of writing in these new zines - it looks as though there's a very wide variety of good writing out there. Black Frog, Life of Monty, and Just Among Friends specialize in humor; (oops--add Plague Times to that list); Invasion has a large volume of contributed material on politics and other areas; Appalling Greed is similar to Invasion, but Mark writes more than Bruce does; while Lone Star Diplomat and Jihad provide wide coverage of hobby topics and "theme" areas (Texas for LSD, games in general for Jihad).

All in all, 1980 was a pretty good year. The competition in this group is intense - especially with the volume of openings presently to be found hobby-wide - so I'm compelled to agree with Jack Masters that a couple of these pubs may get squeezed out. I doubt that attrition will be any worse this year than in days gone by, though.

It's all over now, of course - the year 1980 is past history. Do we have another Graustark out there? A future ENC or WNC? Will the year just passed mark the entry of one or more 'hobby standards'?

As always, only time will tell...

#

Acknowledgements - This detailed study of the Class of '80 would not have been possible in its present form without the following people's assistance:

For plugging the poll in their zines/subzines: Bernard Sampson, Nikita Frobish, Jack Masters.

For providing zine-by-zine and general comments: Bob Arnett, Marion Bates, John Caruso, Mike Conner, Roy Henricks, Mark Larzelere, Jack Masters, Al Pearson, Bruce Schneier.

For providing numbers: All 18 of you who voted.

And finally, for writing outrageous statements that provoked me into starting this in the first place: Konrad Baumeister.

1981 C

"The Press Game"

GAMESTART

JIHAD proudly announces the start of its first invitational game - this "Press Game" is a game of regular Diplomacy where the players have all been invited for their ability to write press.

The field for this contest is as follows:

Austria: Kathy (Bloodsucker) Byrne, 42-34 Saull St, Flushing, NY 11355

Kathy is undoubtedly the best-known female Dip player presently in the hobby. She publishes the zine Byrne Syndrome (for Nuclear Holocaust) and acquired her reputation in part from her zany letter column Kathy's Korner in Whitestonia.

England: Arturo (Chicken) Guajardo, 3201 E Greenlee Rd #13, Tucson, AZ 85716

The nickname I've hung on Arturo isn't a reference to him, of course - Arturo's best known in this zine for his brilliant saga of the antics of General Giovanni "Chicken" Cacciatori in 1978 FK.

France: (Friendly) Al Pearson, Rte 1 Box 177B5, Kearneysville, WV 25430

Al's a fellow Class of '80 publisher (Just Among Friends) whose press talents stretch to several Kingmaker games as well. I'm not sure what Al does for a living...I keep getting letters on recycled envelopes from a police organization, but Al commutes to Vegas an awful lot...

Germany: John H. (Black Jack) Masters, 25711 N. Vista Fairways Dr., Valencia, CA 91355

John is the publisher of Black Frog. His consistent wit shown in that zine and elsewhere earned him the #1 position in the annual Whitestonia Players Poll as "Best Article Writer". Jack's also responsible for several of 1980's bumper crop of fake zines - notably Pearl.

Italy: Gerald (Castaway) Carne, 915 US-31 North Unit 1, Traverse City, MI 49684

Jerry's nickname was hung on him by Marion Bates because of Jerry's studies at the Great Lakes Maritime Academy, where he's training to become an officer on a Great Lakes shipping vessel. I taught Jerry how to play Dip when he used to live in Detroit...he's been sorry ever since.

Russia: Keith (the Snake) Mercer, R.D. #6, Mercer, PA 16137

First things first - no, Keith didn't buy the whole town. Keith's nickname comes from his subzine The Snake Pit in Emhain Macha. He has openings in Dip and Deadman Diplomacy - both games will permit YELLOW press (if you don't understand yellow press, ask). (Howzzatplug, K.M.?)

Turkey: Tom (Mediocre) Swider, 1183 Robinson Hill Rd, Endwell, NY 13760

Yet another publisher - Tom's zine The Shogun's Sword is a strong-hold for mediocrity in all things. The affiliated organization Endwellian Society of Mediocrity is a tongue-in-cheek group which honors the average - like most of us, and unlike those who are normally honored.

Normal JIHAD press guidelines will be in effect - press may not be datelined so as to appear to come from another player, no "black" press, no vulgarity, obscenity or excessive abuse. I will only edit press for space considerations (or improper dateline). Also, for this game only, the nicknames given to each player above are reserved for that player's use. "Hazel Park" is my reserved dateline.

Deadline for Spring 1981 orders is 10:30 p.m. EST on Wednesday, February 25, 1981. If you don't yet have a copy of my houserules, write!

Good luck to all of you. I'm looking forward to this game, where the best stabs will be, not with knives, but with pens. The pen IS mightier than the sword...

Kingsmaker 8002

GAMES START

Lords and ladies, peasants and peasantresses, vassals and vassalines! ((Thanks, RWE!)) Herewith the gamestart for ye merric game of Kingmaker, the second such in this zine.

If you haven't received my KK houserules yet, let me know now - they were mailed out on the 20th of January.

OPTIONS - In addition to the rules outlined in my HRs, I am putting to player vote six variant rules to be found in Avalon Hill's additional card set (they're also in the General, Vol. 14, No. 2). Please vote on these options with your setup - four votes in favor means that we'll use the option.

- 1) Combat at Sea
 - 2) Royal Death card (1) - Causes the death from outside causes of one royal heir. Can only appear for this purpose once per game.
 - 3) Gales at Sea card (1) - Causes all ships at sea to be lost with all hands aboard.
 - 4) Catastrophe card (2) - While in effect (1 or 2 turns), all strength given to a noble by office, bishopric, or title is lost and does not count. Affects all nobles in play.
 - 5) Treachery card (2) - The player who draws one of these cards must forfeit (one or two) Crown cards from hand to the Crown deck.
 - 6) Vacillating Allegiance card (4) - AS AN EVENT, causes player drawing to lose the services of one noble for one turn. IN COMBAT, causes one noble to switch sides or return home prior to resolution.

THE PLAYERS who have agreed to take part in this bloodletting are:

Dave Carter, 118 Horsham Ave, Willowdale, Ont. M2N 1Z9, CANADA

Tom Monaghan, FSC Box 837, Wurtsmith AFB, MI 48753

Debbie Osborne, 7804 Fenrod, Detroit, MI 48228

Clark Reynolds, 6731 37th Ave., Sacramento, CA 95824

Gregory Stewart, 618 Short Dickey Ave., Cleveland, OH 44123

Robert Wyatt, 1645 S Marion #201B, Springfield, MO 65802

YOUR CROWN CARDS will be found on the inside front cover of the zine.
As is my normal practice, I have dealt 7 cards to each of you instead
of 6.

Deadline for set-up orders - which should include your Crown card allocations, initial locations of all nobles (these MUST be home castles, people), your faction's name, AND your option votes - is 10:30 pm EST on Monday, February 23, 1981. Use your best creative talents in coming up with faction names and press.

God Save the King!!

Kingmaker 8001

Turn 1, Event Phase
Parliament in Progress

Beowulf's Brigands, having drawn the Parliament Must Be Summoned card, have called for a Parliamentary session in the town of Preston. The following peers of the Realm are in attendance: Audley, Clifford, Cromwell, Hastings, Holland, Howard, Percy, Folc, Roos, Stanley, Talbot.

There are 82 votes to be cast in Commons (including King Henry's 20 which, by the rules, belong to the largest faction), and 29 votes in Lords. The number of votes your faction controls is below:

Commons votes:

Lords' votes:

All four cards are drawn from Chancery. The cards eligible for Parliamentary allocation are: Captain of Calais, Constable of Dover Castle, Constable of the Tower of London, and Lieutenant of Ireland.

David Anderson should supply me with his nominees for any or all offices, and the order in which the votes are to be taken, not later than Tuesday, February 24, 1981. If Dave writes me sooner, I'll call for votes immediately to speed up the game.

Kevin Mooney's faction has been named The Falconers.

Ye Kerrie Press:

LIP Service(GM) - Oops...Stanley travels to Parliament via le Trinity, which docked at Ravenser.

LOSERS - Rally to Parliament, all ye lords and nobles. LOSERS will spare no expense nor horses to attend. We attend to see the side-show. King Henry will not be in attendance, but as guest of honor Holland will attempt to walk and chew gum at the same time.

Logres to Red Banner - Coming to Parliament? Want support? Thou knowest my fortress.

Logres to Middle of the Road Nobles - Good Health my lord. I'll see thee at Parliament and Coventry.

Hastings to Cromwell - Coming, old bean?

To his Honour, John Howard, right noble Earl of Richmond and Steward of the Royal Household - My Lord, I agree with thee that Lancaster is indeed the one and only House Royal. However, due to his Majesty's frequent bouts of in compos mentis, I believe that perhaps his more healthy son Edward should occupy the throne. I would be delighted to discuss this in some depth with you. -- Thomas Stanley, Lord of Douglas and Nottingham.

Douglas to England - A ship! A ship! My island for a ship!

* *

Capsule Game Review: Apocalypse

Published by Games Workshop, Ltd., London; price in USA \$25.00

That twenty-five dollar price tag is the only major problem with what is otherwise a delightfully nasty two to four player game.

There are only three pages of rules for Apocalypse; it is first and foremost a game that you can buy, take home, dump out of the box, set up and play in so many steps.

The object is to conquer Europe (sound familiar?) by being the last player with armies on the board. Each player starts out with an equal share of the 28 major cities, selected at random. A turn is in three phases - missile firing, placement of new armies, and expansion/combat.

You get new armies for each of your "Empires" according to the territories you have in each empire - more for cities and urban areas, less for mountains and rural spaces. Linking your Empires is to your advantage, as "fractional" army builds are not accumulated between Empires.

Expansion is simple enough - you may move an army or armies from one space to an adjacent space not already yours, so long as you don't empty one of your spaces. Chained movement through a number of spaces, dropping an army in each as you pass, is also OK.

Combat is a unique guessing game in itself. The attacker turns up a number on a concealed die less than the number of armies he's attacking with. The defender guesses the number - if he's right, that many armies go away - if he's wrong, he loses one army AND the attacker gets a nuke. As you can well imagine, nukes have their uses. (more on page 28)

Ten-Man Diplomacy II

a Diplomacy variant designed by Glenn Overby

1. The 1976 edition of the Rules of Diplomacy shall be in full force and effect where they do not conflict with these rules.

2. Three Great Powers are added to the standard seven, as follows:

Balkans - starting set-up A Bul, F Gre, A Ser

Scandinavia - starting set-up F Den, F Nwy, A Swe

Spain - starting set-up A Por, Choice Spa, F Mid supported by home centre NAF

3. The normal starting set-up for some Great Powers is changed as follows:

England - Choice Liverpool (instead of A)

France - Choice Marseilles (instead of A)

Turkey - Choice Smyrna (instead of A)

4. All "Choice" set-ups need not be announced until Spring 01 orders are revealed. Either an army or a fleet may start in these spaces.

5. The following changes are made to the standard map:

North Africa is a supply centre (home centre for Spain)

Switzerland is passable and a supply centre

Iceland is passable and a supply centre

6. There are now 37 supply centres on the map; the victory condition therefore becomes ownership of 19 centres.

7. The game is not historically based; it begins in Spring 01 (not 1901).

* *

"Woolworth" Diplomacy (a.k.a. Five and Ten Diplomacy)

a modification of Ten-Man Diplomacy II designed by Glenn Overby

1. Woolworth Diplomacy is a FIVE-player variant. The rules of Ten-Man Diplomacy II are in full force and effect where they do not conflict with these rules.

2. Each player controls two Great Powers in Woolworth Diplomacy - a "public Power" known to all players, and a "secret Power" known only to the controlling player. This feature makes Woolworth Diplomacy unsuitable for face-to-face play.

3. Powers are assigned using the following procedure:

a. Each player submits a list of the ten Great Powers in order of preference. Ties are not permitted.

b. The public Powers are selected first. Player's first choices are compared - unique first choices are granted, and lots are drawn between players with identical first choices.

c. As a power is assigned to a player, it is removed from all players' lists.

d. Players who failed of their first choice repeat the process of b above using the highest available choices, continuing until all players have a public Power.

e. At this point, five Powers remain on each list. Start again from b above with these reduced lists and assign secret Powers.

4. The ownership of secret Powers is never revealed by the GM. Players may do as they like in this regard.

5. The victory condition of 19 centres may be met by combining the counts from both of a player's Powers. However, adjustments are always computed for each Power separately.

1978 FK

CONCESSION FAILS

Russian Navy in Mid-Atlantic

Fall, 1908

Summer 1908...Russia retreats from EAS.

Austria (Ron Kelly): f GRE s Russian f eas-ion (not so ordered); a TRI s Russian a tyo (ordered to move); a BUD s a tri.

France (Gerald Carne): f CLY-nwg; a edi-LPL; f lon-ENG; f NTH-den; f HEL s a hol-kie; a HOL-kie; a RUH s a hol-kie; a BUR-mun; a PIE s Italian a ven; f ION holds.

Italy (Arturo Guajardo): f ADR-tri; f NAP s French f ion; f TUN s French f ion; a VEN s f adr-tri.

Russia (Eric Verheiden): f bla-CON; f bot-BAL; f nat-MID; f BAR-nwg; f SKA-nth; f DEN-hel; a NWY holds; a BER s a kie; a MUN-ruh; a KIE s a mun-ruh; a SIL s a tyo-mun; a TYO-mun; f AEG-ion; a VIE s Austrian a tri-tyo (not so ordered); f EAS s f aeg-ion; a SER s Austrian a bud-tri (not so ordered); a BUL holds.

Supply Center Chart

Austria bud gre tri (3) even

France bre mar par spa por lpl edi lon bel hol (10) even

Italy rom nap ven tun (4) even

Russia stp mos war sev rum ank con swe smy nwy kie ber den vie bul ser mun (17) even

The proposal for a concession to Russia has been reissued. Players should vote with their orders.

Deadline for Spring 1909 orders is 10:30 p.m. EST on Wednesday, February 25, 1981. Press follows.

Paris - The French President today announced that there would be no apology for the alleged insult to U.S. citizen Glenn Overby II, until France, for its own use, got a pack of Hazel Park cub scouts. He went on to say that the French would not be so careless as to lose the cub scouts as another nation (which will remain unnamed) had. "A pack of Hazel Park cub scouts could mean the salvation of France, and of democracy in Europe," he said. He went on to state that the cub scout oath morally bound the scouting movement to come to the aid of France.

On the war front the French President stated that all was going well, and that he expected to be dining on caviar and borscht in Moscow by next winter. Military sources said that his view was a bit optimistic, and that he should be happy to be eating anything in Paris by next winter.

Roma - The Italian government today announced that it wished to go on record before the European community of nations that it never has, nor ever will "invite" the Russians into Italian controlled lands.

"Italy will stand firmly opposed to expansionist, imperialist Russia," said a spokesman from the Department of Sanitation. "No one in Europe, with the possible exception of those dolts in Budapest, can seriously believe that Turkey, Germany, Scandinavia, and the Balkan states have all succumbed to Czarist armies willingly. Whattaya tink," screamed the outraged sanitation engineer, "wuss I borna yestadee?"

Meanwhile mobs ransacked the streets of Italy's major cities as the legitimate government seemed helpless in the grip of chaos. Riots in Naples were prompted by reports that the Russians were sending the scouts to Siberia and landing a fifth column of Polish babushkas in Edinburgh. Thousands of scarves and rags were burned throughout the city causing numerous fire hazards. The Vatican was stormed by patriotic boy scouts and camp fire girls in an effort to throw out the current Polish pope.

In Rome the American embassy was assaulted by a rock throwing mob, acting on rumors spread by the French Ministry of Propaganda, that the

February, 1981

boy/boy seats were in reality CIA agents sent at the request of G. Overby II, renowned American industrialist and president of GM (is that general motors or dismemberer?). (Vittorio-DEOZ) Incited by leftist agitators, the crowd stormed the embassy demanding the death of the young Italian-American CIA agents. Another mob clashed with American officials at a state dinner, chanting "Riunite -- What's Nice!" in unison while throwing bottles of d'allo Bros. wine at the Americans. The apparent cause of this demonstration was the belief that the Americans had stolen the Italian boy/boy seats, when Fasel Park announced that the boys mailed from that small Michigan town. It is apparently unthinkable for the average Italian to believe that their great and famed General Giovanni "Chicken" Cacciatori captured Vienna with the aid of American scouts.

Meanwhile (again) other mobs in Torino, a city in the Piedmont now under French military control at the behest of the Italian government, rioted against the French military authorities. The apparent grievance of this particular mob was the insult to the Italian national honor by French mothers who recently rioted in Marseilles, protesting the incompetence of the aforementioned general Cacciatori. General Cacciatori went before the public claiming he was outraged by the French behavior and that he was determined to resign his position as the head of FIASCOES (Franco-Italians Against Slavic Corruption of European Society). Despite the charges and countercharges, it is believed that the French mothers did not really burn Cacciatori's pizzas, since they are already burnt when they come out of the oven. Reliable sources in Marseilles say that the French mothers were protesting the food poisoning of their sons with the French 5th Army stationed in the Piedmont. Undisclosed sources state that Cacciatori's pizzeria had acquired quartermaster duties for the French armed forces in Italy, feeding the hapless Frenchmen burnt pizzas and cold spaghetti for their rations. With the order to close down Cacciatori's quartermaster duties with the French, cited as an obvious conflict of interest by the Italian government, mobs formed in the streets and began pelting French soldiers and tourists with souffles. Food fights lasted nearly all night before French military and Italian civilian authorities could bring the population under control. As Torino's souffle supply dwindled, the rioters took to tossing crepes. At approximately 1:57 a.m., when tourists disembarked from the Paris train they were pelted by a veritable rain of crepes. American tourists caught in the barrage were heard to remark later:

"Do you remember the first time we had crepes?"

"Yes, and it was two a.m."

St. Petersburg - The Tsar today announced that additional reinforcements were being sent in response to Italian requests for help in the face of the French invasion. Due to temporary traffic problems in the eastern Mediterranean, these forces are being sent from the northern complement via the Sia-Atlantic.

General Giovanni "Chicken" Cacciatori to Czar Eric the Terrible:

Hail Czar of the Russians! I, General Giovanni Cacciatori, a respected and influential member of the Italian military hierarchy, send news to the all-conquering Czar, in hopes of procuring favor in the event that Italy should be ruled by His Most Exalted Majesty. Once again, the obstinate boors in the Italian government's cabinet have voted to veto any possibility of Italian concession to your invincible forces. I personally cannot condone such irresponsible behavior. If the war were to be actually carried to Italian soil, it could very well ruin my pizza business. According to the government, they claim that they must take a stand for the protection of western civilization, but I know that they are continuing the war for economic gain. By sources inform me that the real reason Italy continues the war is because of a bribe by the noted American industrialist J.E. Overby II. Granted, Mr. Overby is undoubtedly unaware of the sinister machinations of high level finance, but he did indicate that he would provide the

 Italian government with a certain politico-diplomatic publication at no cost, as long as the present Italian government exists, or for as long as the war in Europe continues. This publication, Jihad!, is so sought after by the cabinet, and those politicians are so cheap, that they willingly sacrifice the young manhood of Italy in order to receive this publication gratis.

My offer to you is this; as a highly placed and respected officer of the Italian armed forces, I could initiate a coup that would bring myself to power. Upon gaining power, I could sue for peace with Russia, voting to concede victory to your Majesty. In exchange, I would expect that Russia would support yours truly, General Giovanni Cacciatori, to the highest office of the land. In addition, I would request that the Czar issue an executive order to allow Cacciatori pizzeria franchises throughout your empire. I eagerly await your reply to my proposals that can only result in mutual advantage for us both. For reasons that must be obvious, the contents of this letter must never be divulged to the press, lest I be subject to arrest or hanging by a volatile Italian mob. This correspondence will be sent to you via my trusted lieutenant, Benito Mussolini. I humbly await your reply.

Yours truly,

/s/(Chicken)

Giovanni Cacciatori

General of the Army of Venice

* * * * *

1980 KW

SULTAN TURNS HAT TRICK

Fall, 1901

A-H Crippled By Awful Green Things

Austria (David Agee): a gal-VIE; f tri*ven; a BOH s French a bur-mun (not so ordered).

England (Tim Bates): a wal-LON; f lon-NTH; f nth-NWY.

France (Ned Nichols): a mar-SPA; a BUR-bel; f bre-ENG.

Germany (Dennis Denfeld): a kie-DEN; f HOL-bel; a MUN holds.

Italy (Deane Sperdakos): a tyo-TRI; a VEN s a tyo-tri; f ion-TUN.

Russia (Steven Davies-Morris): f bot-SWE; a ukr-GAI; a WAR s a ukr-gal; f rom holds (no such unit); f RUM (unordered) holds.

Turkey (Debbie Osborne): a bul-GRE; a con-BUL; f bla-SEV.

Supply Center Chart

Austria bud ~~xx~~ vie (2) remove 1

England edi lon lpl nwy (4) build 1

France bre mar par spa (4) build 1

Germany ber kie mun den hol (5) build 2

Italy nap rom ven tri tun (5) build 2

Russia mos ~~st~~ stp war rum swe (5) build 1

Turkey ank con smy bul gre sev (6) build 3

Neutral bel por ser

Austrian f tri must retreat to adr, alb, or otb.

Deadline for Winter 1901 adjustments is 10:30 p.m. EST on Wednesday, February 25, 1981. Press follows.

London - In a statement issued today the King indicated that the sovereign has no aggressive intentions toward any nation. Further, any English military movement should be considered defensive in nature.

Rome to Vienna - I hate to be so rude, but...

Trans-Balkan Press Service - Informed sources within the Turkish government have, under the assurance of total anonymity, finally released the true facts concerning the recent guerrilla attacks made by Bulgaria and

Greece. These revolts have been firmly squashed by the inept and blundering hand of the infamous General Thom Letrazzini, who recently blew up his own headquarters when a recently purchased radiator ignited on Thommy's cigar. Upset by this flagrant breach of conduct, the Constantinople Board of Safety ordered Letrazzini into the highlands to interfere with the guerrilla assaults. Apparently misunderstanding these orders, Thommy and his flock managed to dodge their way past three ambushes, two convoys, and through a minefield, and into Bulgarian Military Headquarters. Since these were apparently deserted, Thommy set up camp. He soon discovered, however, that the Bulgars had not deserted their headquarters; they were down with dysentery. The Bulgar leader surrendered from the outhouse. Medical supplies and reinforcements were rushed to Bulgaria. ((To be continued in Winter - GEO2))

* * * * *

Machiavelli 8001

Spring, 1513

Plague Devastates Italy

Expenditures: None.

Austria (William Osmanson): A1 TYROLEA s austria; A2 AUSTRIA s tyrolea; A3 MESSINA h; A4 bari a aquila (dies from famine); A5 milan a TRENT; F1 FALERNO a bot; F2 naples a SON; F3 sardinia a WM.

France (Larry Boudon): A2 saluzzo a SAVOY; F1 marseille a WGOL; g1 milan to A1 (retreats to FIANCENZA).

Milan (Steve D'Alessandro): A1 FAVIA s milan; A2 cremona a MILAN; A3 SWISS a tyrolea; A4 MODENA s mantua; A5 ferrara a MANTUA.

Papacy (Clark Reynolds): A1 perugia a SIENNA; A2 rome a PERUGIA; A3 BOLOGNA h; f1 ANCONA to G1.

Turks (Don Del Grande): A1 durazzo a ALBANIA; A2 HUNGARY h; F1 albania a LA; F2 TUNIS a bot.

Verice (Mike Scott): A1 padua a VICENZA; A2 treviso a FRIULI; F1 dalmatia a UA; g1 VENICE to F2.

Remove autonomous garrisons Pisa, Lucca due to famine (plus Aus A4).

Remove famine markers.

Plague Phase: (rolls 9, 7, 10) strikes Palermo (remove Aus F1), Genoa (remove auto), Albania (remove Tur A1), Pisa, Tunis (remove Tur F2), Avignon, Milan (remove Mil A2), Tivoli, Pavia (remove Mil A1), Provence, Mantua (remove Mil A5 and auto), Treviso.

I had a question concerning houserules for Machiavelli; there aren't any except the couple of notes I had with the gamestart. The Distant Play section of the rulebook is pretty good as is.

Please attempt to use Machiavelli notation when submitting orders; I can translate Dip notation to Mach, but support and convoy/transport rules are NOT identical; there are several technical differences of substantial import.

Deadline for Summer 1513 orders is 10:30 p.m. EST on Tuesday, February 24, 1981. Press follows.

France to World - Help!

Cremona - There may be truth to the rumor that the Sforza family wishes to visit Milan in the near future.

Hazel Park to Cremona - They shouldn't have done it, Steve...

* * * * *

Almost 0000PS Dept. - Players in Machiavelli 8001 should be sure to get Don Del Grande's COA from page 1...

The \$2.50 Reference Library of Postal Diplomacy

You've been playing Diplomacy face-to-face for a while, but you've found it hard to find enough people to play. You're resigned to your fate - never to see a seven player game.

You see the infamous flyer that Avalon Hill so graciously stuffed your box with. "Play Diplomacy by Mail," it says. Lights flash and gears click in your head...so you write to the address given.

Eventually you come into contact with some funny little writings called "zines". They come in all shapes, sizes, and ideologies. They range from professional format on glossy paper to something that looks like it went through an antique mimeo machine three times - after it first fell into the ink puddle on the basement floor.

Worse, you find all kinds of kinky symbology like F Adr S A Tri (d, r Apu, Alb, otb) and language that seems only distantly related to English as you learned it in school...

As if this wasn't enough, when you finally get into a game, it becomes apparent that postal play is a whole new game. Just what are you supposed to say to these six perfect strangers, anyway?

I suppose that the above alludes to the three areas that most bewilder novices - "What am I supposed to do?", "Where can I play?", and "What do all these things mean?" .

For \$2.50 and three letters, anyone can have these questions (or most others) answered beyond their wildest dreams.

The secret is what I call The \$2.50 Reference Library of Postal Diplomacy - Supernova, the Zine Directory, and the Lexicon of Diplomacy.

SUPERNOVA costs 75¢, and is available from Bruce Linsey, Bldg 11 Apt 21, Leisureville, Watervliet, NY 12189.

Supernova is a 35-page novice package designed as an all-around introduction to postal Diplomacy. Bruce has put together articles from some of the hobby's very best writers on strategy and tactics, ethics, letter-writing, sample order and adjudication formats, history, and many other facets of the Dip hobby. This is a first-class effort all the way - and I dare say that even the self-styled expert will find some new materials to further refine his/her skills and knowledge. My sole objection is Bruce's inclusion of a list of personally recommended zines with the package - any such list is by its very nature highly subjective, controversial, and probably less than fair to many first-rate publishers. I'd recommend plugging the Zine Directory in the future, instead...

ZINE DIRECTORY costs 50¢, and is available from Mike Mills, 1585 Quaker Rd, Macedon, NY 14502.

Zine Directory is one of the most complete collections of zine information ever assembled. About 150 gaming publications are listed, usually including costs, size, method of reproduction, games offered, length of publication, and a description of the zine in addition to the obvious name and address listing. Anyone who's serious about pbm gaming - including non-Diplomacy players - is well advised to pick this up. There's a wide variety of stuff being published - and what you can't stand might be perfect for someone else, or vice versa.

THE LEXICON OF DIPLOMACY costs \$1.25, and is available from Mark Berch, 492 Naylor Pl, Alexandria, VA 22304.

The Lexicon is a guide to the language of Diplomacy. In its 32 pages may be found information on the rules and their interpretation, openings, tactical maneuvers, scoring and rating systems, hobby history, variants, stunts, projects, bylines, jargon, and "a wide variety of flotsam and jetsom." This volume is great for browsing, and is an invaluable aid to understanding the Dip hobby to its fullest.

February, 1981

You Can't Tell The Futuros Without A Scorecard...

or - Everything you Never Wanted to Know about Fake Diplomacy Zines, however since I Needed to Fill Space In a Hurry I Told You Anyway

1980 will be remembered for some time as the biggest year for fake times in the hobby's history.

For the uninitiated, fake zines are a tradition of long standing in the Dip hobby. The purpose of fakes is normally to have fun, often by satirizing the fakee's writing style, format, etc. Sometimes the consternation caused by the faked adjudications, with players complaining to the GM about his "errors", is good for a laugh, but it's often a cause of hard feelings as well.

Occasionally a zine or part of one will be faked by a player who hopes to gain diplomatic advantage thereby; this is frowned upon in most quarters.

In the past month (plus about five days) I've received not one, two, or even three - but SIX FAKE ZINES. Three of the six were allegedly "new" zines by the same publisher - who, of course, didn't really start any of them. I'll briefly review them below, for those who weren't blessed with copies...

Donovan's *THE SHOGUN'S SWORD* - the third 1980 fake by "Donovan" (who is believed to be Gary Coughlan) showed a brilliant feeling for the humorous writing style of Tom Swider and Mike Barno - right down to the typos. As is Donovan's custom, there was no attempt to pass this off as the real thing.

The most enjoyable part of this TSS was the game Score, a fantasy role-playing game "based on the sex lives of white, middle class American males." Get the picture?

Y'ALL 1 and 2 - Mike Mills predicted in the last Erhain Macha that if the aforementioned Gary Coughlan was in fact "Donovan" he'd be the target of some retaliatory fakes. Y'ALL is the result. I think John Caruso did it or knows who did, though others swear by Dick Martin or Bruce Linsey.

Y'ALL's humor includes various takeoffs on Gary's Southern heritage, and three hilarious "game starts" including a Family Game (the Overbys, the Eyrnes, and Coughlan), a Pseudonym Game with such luminaries as Jane Proskin and Nikita Frobish, and a restart of the scandal-ridden Black Hole game from Voice of Doom with "a good, fair GM" (i.e. Coughlan).

PEEK - I don't know whether to list this with the fakes or not. Jane Proskin is allegedly a figment of Bruce Linsey's imagination, but I'm afraid that if I call her zine a "fake" she'll leave me off her tour schedule (and if you've seen the pictures of "Jane" you'll know why I'd want her to visit sometime...). I've heard a very good guess that the "Occupant, PO Box 6824, Burbank, CA 91510" is VERY close to one Jack Masters - but most of us would prefer to believe it's real.

EUROPA EXPRESS #1 - Yes, I KNOW that Coughlan's supposed to start his new zine about now and that Europa Express is supposed to be its name. However, this rag with the yellow cover is ANOTHER MASTERS FAKE - unless I miss my guess, which is more than possible. I bet lots of suckers were taken in by this one...I just hope I'm not one of 'em.

Joy of Jane MURDER MINISTERS - Al Rodriguez has been charged with this one, which featured Jane Proskin's first publication (in this case, a satzine). Sometime when I have more space, Jane's Ten Diplomandments will bear reprinting.

What does it all mean? Simply that the level of creativity in the postal hobby is high at the moment - and I for one am glad of it. Keep up the good work, Gary, Jack, Al and company!!

(All you would-be fakers out there - check Contest Corner on page 28!)

A Mighty Fortress 8001

1534

WHEREIN the Lutherans convert the rest of Germany, and try (but fail) to introduce heresy to the Netherlands; the last "independent" Italian state falls to a Papal army; Suleiman continues to push west; Henry finally requests an annulment; the English occupy new lands, the French navy stands pat again, and (for a change) the Hapsburgs don't cede any land...Oh, by the way - there's STILL peace in Europe...

Campaign Phase

England (Don Swartz): 1013 1n; 1312 2a; 1513 1n; 1708 2a; 1711 2x;
1811 1n(*); 1912 3a1n; 2211 1a1n; 2405 1n(aug3).

France (Steve D'Alessandro): 1115 1a; 1504 2a; 1520 2a2n; 1713 1n(*);
1714 1a1n; 2116 2a; 2117 2a; 2223 3a1n; 2522 1a; 2723 1n(*) .

Hapsburgs (William Osmanson): 0422 1a; 0727 1a; 0819 6n; 1424 2a;
1625 2a; 1926 2a3n; 2212 1a; 2313 2a; 2317 1a; 2418 1a;
2617 1a; 2618 2a; 2719 2a; 3316 2a; 3412 2a; 3427 3a2n;
3614 4x.

Lutherans (Tom Swider): 2316 2m; 2408 1m; 2509 1aBre; 2510 1m;
2511 1aSax; 2613 2aHesMgd; 2711 1m; 2712 2aAnhSax; 2813 2m;
2814 1aHes1m; 2915 1m; 3005 1m; 3014 1aMns; 3101 1m; 3111 1m;
3212 1aBrnim; 3709 1m; 4109 1m; 4211 1m.

Ottomans (Chuck Higgins): 2730 2a1n; 3630 3n2a; 3917 4a; 4021 2a;
4431 1n2a.

Papacy (Debbie Osborne): 2411 1a; 2413 1a; 2612 1a; 2922 1a;
3023 1a; 3120 1a; 3226 1a.

No combat or theological debate possible.

Taxation Phase

England - Dublin(1), Plymouth(1), York(3), London(6), Calais(3),
Copenhagen(1), Stockholm(2), Antwerp(3). Total 20,000 Crowns.

France - Brest(4), Bordeaux(4), Rouen(3), Paris(2), Dijon(2),
Marseilles(4), Edinburgh(1), Turin(1). Total 21,000 Crowns.

Hapsburgs - Corunna(5), Madrid(3), Barcelona(4), Prague(4), Vienna(7),
Naples(4), Zurich(1), Geneva(1), Lisbon(1). Total 30,000 Crowns.

Lutherans - Bremen(3), Magdeburg(3), Augsburg(4), Nuremburg(1),
Wittenburg(3). Total 14,000 Crowns.

Ottomans - Buda(3), Belgrade(2), Bucharest(3), Constantinople(6),
Athens(3), Palermo(1), Cagliari(1). Total 19,000 Crowns.

Papacy - Cologne(1), Mainz(1), Trier(1), Bologna(1), Ravenna(1),
Rome(4), Genoa(1), Venice(2), Florence(1), Milan(2). 6,000 Crowns
(per rules limit).

Diplomacy Phase

Areas Controlled

England - Calais, England, Ireland, Denmark, Sweden, Netherlands.

France - France, Scotland, Savoy

Hapsburgs - Austria, Bohemia, Franche Comte, Hungary, Naples, Navarre,
Spain, Tyrol, Portugal, Switzerland.

Lutherans - All Germany EXCEPT Cleve, Cologne, Mainz, Mark, Mecklenburg,
Metz, Nassau, Trier, Wurttemburg.

Ottomans - Ottoman Empire, Sardinia, Sicily.

Papacy - Cologne, Mainz, Papal States, Trier, Genoa, Venice, Milan,
Florence, Tuscany.

Cities Newly Controlled for Tax: Papacy - Sienna. Metz is now the only
"untaxed" city.

Lutheran Religion: All Germany save Cologne, Mainz, Trier; also Denmark, Sweden, Norway, all Polish cities. The attempted conversion of Netherlands failed (die roli=1) per Case 10.23 errata.

Diplomatic Pouch

The continued presence of Hapsburg armies in the Netherlands requires me to publish the following additional provision of the Treaty of Antwerp, 1533: 3. England allows the Hapsburg forces in Antwerp to remain in the Netherlands until such time as they can freely leave.

TREATY OF GENOA, 1534

The signers do solemnly agree to the following terms:

1. The Papacy cedes Genoa to France.

Sealed by our hands, ((signed by Francis I for France, Clement VII for the Papacy))

King Henry VIII of England officially requests Pope Clement VII to grant an annulment of his marriage to Catherine of Aragon. ((GM here - the Pope has until the 1536 deadline to respond, or the annulment is considered to be obtained; England should submit conditional orders each turn indicating whether he'll force the issue if the Pope denies annulment. The Pope should submit with the denial of the request (if it is denied) what will be done if England insists on the annulment.))

FRENCH-PAPAL TREATY, 1534

In view of the deteriorating situation in Europe, the above parties do enter into this solemn and holy alliance upon the following terms:

Article the First: France recognizes and supports Papal control of Cologne, Trier, and Mainz.

Article the Second: The Papal States recognizes French claim to Savoy, Milan, and Genoa. ((GM - this alone is NOT a cession of those territories))

The terms of this alliance will last for a period of five years and shall be renewable at that time.

Signed and sealed by our hands, ((signed by French and Papacy))

Expenditure Phase

| | Eng | Fra | Hap | Lut | Ott | Pap |
|--------------|---------|---------|---------|---------|---------|---------|
| Start 1534 | 14,000 | 27,000 | 43,000 | 12,000 | 25,000 | 4,000 |
| Taxation | 20,000 | 21,000 | 30,000 | 14,000 | 19,000 | 6,000 |
| Gen Movement | - 7,000 | - 7,000 | -10,000 | - 5,000 | - 7,000 | - 2,000 |
| Aug Movement | - 3,000 | | | -10,000 | -10,000 | - 5,000 |
| MMercenaries | | | | | | |
| Start 1535 | 24,000 | 41,000 | 63,000 | 11,000 | 27,000 | 3,000 |

R & R Phase

Entering This Turn: France 2x at 1815; Lutherans 2aWrtWrt2m at 2714, and 2m at 2914; Ottomans 1x at 5323; Papacy 1x at 3226.

Eligible Next Turn: Lutherans 2x plus 1533 reinforcements (see below); Ottomans 2x; Papacy 1x.

Lutheran mercenaries may enter in any German area under the religious AND political control of the Lutheran.

Lutheran attempts to bring on 1533 reinforcements failed because the units were not brought on in the specified area.

Press

 Madrid - The Hapsburgs here stated that all of Spain will rally to the aid of their Austrian cousins.

Magdeburg - Martin Luther has been rumored to have stated that the youth of the German-speaking nations did not care for church, or religion for that matter, and that he planned to take a drastic measure. He decided to make an appeal to the teenagers of Central Europe at a public sermon.

MAGDEBURG (UPI) - Martin Luther has just made a broad advance in updating religion to the "state of the art" by introducing a new fad which made the crowd go wild, young and old alike. In the midst of his speech, he told everyone that nobody thought that church wasn't no fun, so he turned around and dropped his pants to the crowd. With his magical words everybody else joined in. Martin stated that he likes his new image; one which the youth of today can understand. "Everyone thought it was out of this world," Martin said. This statement spontaneously dubbed Martin Luther with a new name...Reverend Father Moon.

Hazel Park - That pun was worthy of the ESM's co-founder, Tom...

Paris - "Charles is no fool," His Majesty Francis I was overheard to say at court. "He will soon want to replace the territories he so graciously has given away."

Suleiman - These seaside refuges are so nice that I have decided to establish another Xanadu on a neighboring island. All our friends are invited to visit.

Geneva - It is rumored that French forces are massing across the Swiss border to support the establishment of the Inquisition on Hapsburg lands.

Vienna - The Hapsburgs were shocked to hear that the Popish ((sic)) military forces have invaded another peaceful Italian city. The peoples of Sienna, Florence, Venice, Genoa suffer the horrors of the Inquisition from Rome, now must be added the people of Milan.

Rome - I declare a reign of World Peace and Brotherhood. This shall include all who deem themselves Civilized Men. Good Luck and Godspeed.
Clement VII.

GM Notes -

1. I hate to cut press, but I may have to soon. Don't feel badly if I do, please...
2. It is possible to take control of an area with Navies alone.
3. French move 2723-2722 failed because the cession of Genoa did not take effect until after the move was tried.
4. RE: Eliminating missionaries. I will automatically eliminate missionaries of opposing religion which are met by Armies, unless I have instructions to the contrary from the Army's owner. (Obviously, this can't apply to missionaries in cities...)
5. Joint attacks are NOT permitted. (They aren't possible in ftf either.) Exceptions: loaned armies (Case 16.47 errata), separate attacks (taken by me in ftf order) against the same unit(s).

Deadline for 1535 orders is 10:30 p.m. EST on Monday, February 23, 1981.

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WS & IM Challenge

Turn 3

Corrections - L'Guerre at Bradshaw last turn was a rake, and should have been HDT 8 instead of 5. Bradshaw's damage was thus 5r 2c g.

L'Guerro at Swann did 2h + r damage, not just 2h.

The positions of 2106 and 2202 were reversed in typing the report.

Boarding Prep: Bradshaw (1201) all crew sections OBP. le Flame (2101) sections 1 & 2 DBP.

Combat:

| | | | |
|--------------------------------|-------|-----|-----------|
| Webster 1203 at le Fum 2202 | HDT 4 | hul | 2H-2G-C |
| L'Guerro 2105 at Swann 1202 | HDT 4 | rig | 2R-G-H |
| L'Guerre 2103 at Bradshaw 1201 | HDT 3 | hul | H-G |
| le Flame 2101 at Bradshaw 1201 | HDT 8 | hul | 4H-2G-C-R |

(more next page)

JIHAD #10

24

February, 1981

le Fume 2106 at Stallworth 1204
le Fum 2202 at Webster 1203HDT 3 rig R-H
HDT 4 hul 2H-R-G

Melee: Bradshaw 1201 (initial str. 40) and le Flame 2101 (str. 60) fight three rounds to an inconclusive result. Bradshaw loses 4 crew; le Flame loses 5 crew; current strengths 24 vs 35. The fight continues next turn unless both players agree to break off.

Full Sail: 1201, 1202, 1203, ~~2101~~, 2301.

Movement

British (Roy Henricks)

| Sqn Black | | Sqn Gold | |
|----------------------|----|----------|---------------|
| <u>Bradshaw</u> 1201 | FS | Z18/3x | Lambert 1206 |
| Swann 1202 | FS | U19/5 | Bahr 1207 |
| Webster 1203 | FS | X16/4 | Ham 1208 |
| Stallworth 1204 | | Y14/4 | Greene 1209 |
| Harris 1205 | | Y12/4 | Banaszak 1210 |

Bradshaw is fouled with le Flame 2101

French (John Caruso and Steve Heinowski)

| Sqn Alpha (Caruso) | | Sqn Beta (Heinowski) | |
|--------------------|---------|----------------------|-----------|
| L'Guerra 2102 | W25/5x | <u>le Flame</u> 2101 | AA20/4x |
| L'Guerre 2103 | Y25/5xx | le Fume 2106 | FF16/5xx |
| L'Guerri 2104 | AA22/4x | le Frume 2201 | II15/5x |
| L'Guerro 2105 | BB18/5x | le Fur 2202 | DD17/5x |
| | | le Dung 2301 | FS Z27/5x |

le Flame is fouled with Bradshaw 1201

x--remained in same hex. xx--drifted. FS--full sails.

Damage Status Table

| | H | C1 | C2 | C3 | GI | GR | KL | KR | R1 | R2 | R3 | R4 |
|-----------------|----|----|----|----|----|----|----|----|----|----|----|----|
| Bradshaw 1201 | 1 | 0 | 2* | 4* | 7 | 8 | 0 | 0 | 1 | 8 | 8 | - |
| Swann 1202 | 7 | 4 | 4 | 4 | 9 | 9 | 1 | 2 | 4 | 7 | 7 | - |
| Webster 1203 | 14 | 5 | 5 | 4 | 9 | 10 | 0 | 1 | 7 | 8 | 8 | - |
| Stallworth 1204 | 13 | 5 | 4 | 4 | 9 | 9 | 0 | 2 | 0 | 7 | 7 | - |
| L'Guerro 2105 | 17 | 7 | ? | 7 | 13 | 11 | 1 | 0 | 0 | 8 | 9 | - |
| le Flame 2101 | 15 | 0 | 2* | ? | 13 | 13 | 1 | 0 | 9 | 9 | 9 | - |
| le Fum 2202 | 12 | 4 | 5 | 4 | 10 | 9 | 1 | 0 | 7 | 7 | 7 | - |

All other vessels undamaged...

Deadline for Turn 4 orders is 10:30 p.m. EST on Monday, February 23, 1981. Press follows.

L'Guerro to Webster - You're next. How do you like your shot, well done, rare or fast?

L'Guerre to Bradshaw - Steel curtain my hide. You guys have melted down to gray sludge and smoke. World Champs - hah. World Chumps is more like it.

L'Guerra to British - Do you concede? You can't even finish second. You may not finish third either.

Hazel Park to Nobody in Particular - Such incredible modesty...

* * * * *

I've heard lots of pubbers tell tales about their "jinx games" that for some reason have twice their share of troubles. I used to laugh at these stories - but with this WS & IM game, I'm starting to wonder... maybe, just maybe, there's something to this jinx business.

1980 IFTHE YELLOW PERIL GROWSFall, 1902

France Miswrites, Red and Purple Lick Wounds

Summer 1902...Germany retreats a bur-PIC. Italy retreats a tri-BUD.
Russia retreats f swe-BAL, and f rum-otb.Austria (Larry Boudon): a tri-BUD; a SER s a tri-bud; f ALB-tri.England (Dennis Denfeld): f NTH-den; f DEN-bal; f BAR s f nwg-nwy;
f nwg-NWY; a SWE s f nth-den.France (Alan Dickinson): a BEL-hol; f ENG-bel; a BUR s f eng-bel;
a bre-pic (no such unit); a PAR s a bre-pic (impossible);
f MID-eng; a GAS (unordered) holds.Germany (Keith Mercer): f HEL-den; a KIE-hol; a pic-BRE; a MUN-bur.Italy (John Daly): a ven-TRI; a bud*s a ven-tri; a VIE s a ven-tri;
f ION-alb; f TUN-ion.Russia (Roy Henricks): a nwy*swe; f BAL s a nwy-swe; a PRU holds;
a lvn-STP; a war-LVN.Turkey (Al Pearson): f aeg-GRE; a BUL s f aeg-gre; a RUM-bud;
f bla-CON.

Supply Center Chart

Austria bud ~~if~~ ser (2) remove 1

England edi lpl lon nwy den swe (6) build 1

France mar ~~if~~ par spa por bel (5) remove 1Germany kie ber mun hol bre (5) build 1Italy ven rom nap tun tri vie (6) build 1Russia stp sev mos war ~~if~~ ~~if~~ (4) remove 1Turkey con ank smy bul gre rum (6) build 2Italy must retreat a bud to gal or otb; Russian a nwy must retreat
to fin or otb.Deadline for Winter 1902/Spring 1903 orders is 10:30 p.m. EST on
Wednesday, February 25, 1981. Press follows.

Paris to London - Have faith...

Munich - It was announced today that the Reich's supreme commander, The Kaiser, has sent troops against both France and England as a sign that our government does not scare due to the overpowering dictatorships which surround our beloved homeland.

The Kaiser also said that even though, in the long run, we wouldn't last against both, we'd burn our towns and countryside before we'd permit the likes of the French and English to settle in it.

Ankara - Al-Said, Sultan of All the Turks (including Greece) today announced that an earlier press release was slightly in error in that it failed to include "and Rumania too." A special census held in Spring 1902 found over one-half of one percent ethnic Turks residing in the territory currently known as Rumania. A group of crack genealogists has been dispatched to Rumania to assist these ethnic Turks in tracing their root.

Paris to Rome - Boy, I'd sure like to have your case of heartburn...

Berlin - Anti-lice medication was being gathered in this city to be shipped to Munich since a severe outbreak has shown itself along the border with Burgundy. The outbreak has been tied to the French occupation of Burgundy and is due in part to the unclean practices of the Frenchies there.

Constantinople to Vienna - See, Al-Said warned you last fall about the problem of Italians in your home centers. Something ((more next page))

is wrong with your arithmetic. He had one, and he now has two. No one pays any attention to Al-Said, Sultan of All the Turks (including Greece and Rumania too). What we need is to start relearning our basic game theory. Let's start with that simple Turkish children's game, "Al-Said Says".

Hazel Park - Okay. "Al-Said says - me want dots. Grab dots. Dots are good to eat ((chomp, chomp)). Mmmmmmm...good!"

Berlin to Russia - Fight on!!! Don't let the English vermin take over your centers!!! Fight to the DEATH!!! We'll watch!!!

Hazel Park to World - I guess exclamation points were on sale last month in Pennsylvania, huh...

Ankara to World - Al-Said, Sultan of All the Turks (including Greece and Rumania too, even Bosnia maybe) is becoming awful peeved because other countries are discriminating against their ethnic Turks. Al-Said has deputized a number of Turkish social workers to do victimization surveys to see which groups of ethnic Turks are in the greatest need of social redemption programs. Al-Said states that he expects that all rulers will happily assist in the effort.

Holland - An English garbage scow was sunk in the harbor entering this German province today. All parties on board were captured and are in German custody. It seems England has recruited forty cub scouts to do their espionage here since they were on board and were all successfully captured. It seems they were supposed to report to someone by the name of General Giovanni "Chicken" Cacciatori in Italy but their compasses broke and it was too cloudy to go by the stars. Further investigations into this will be conducted and results issued as more is learned from the cubs.

* * * * *

Diplomacy 8102

ANOTHER GAME BEGINS!

GAMESTART

The following seven players have registered for this fourth game of regular Diplomacy to be started in JIHAD:

Austria: Mark Luedi, PO Box 986, Chesterton, IN 46304
 England: Michael Crane, 219 Ridgewood Dr, Northfield, NJ 08225
 France: Larry Peery, PO Box 8416, San Diego, CA 92102
 Germany: Gregory Stewart, 618 Short Dickey Ave, Cleveland, OH 45123
 Italy: David Anderson, 3281 Goldner, Detroit, MI 48210
 Russia: Tom Ewing, 5330 East 25 Place, Tulsa, OK 74114
 Turkey: Mike Steagall, 8837 Ellenwood Circle, Spring Valley, CA 92077

I'm pretty sure that Larry and Mike wouldn't know each other, so I overcame my reluctance towards putting two Californians in the same game...This looks like an unusual lineup, since I know that one of the players is in his first postal game, while another's first game was 19660. Have fun, gentlemen!

Deadline for Spring 1901 orders is 10:30 p.m. EST on Wednesday, February 25, 1981.

* * * * *

Wouldn't you just know it! In spite of my pubbing the deadline for the Class of '80 voting as January 15th, I'm getting beautiful plugs on the 27th mentioning a Feb. 1 deadline... Worse yet, I just received two ballots two weeks late - obviously cast in good faith, but the poll numbers are long since done and typed up.

However, if I get a significant number of votes between now and Feb. 3 (so the published results wouldn't have affected them) I MAY add some comments next issue on the new vote's effect, if any.

1979 HW??????????
Russian Testing of Amphibian RevealedWinter, 1903
Spring, 1904

It has been asserted by one of the players in this game that the Russian army in Rumania should be a fleet.

I've reviewed all the records I have on this game, and it is my opinion that said unit was, in fact, a fleet at one time. It was listed as an army in one of the THREE positions I was supplied when I restarted this game - two of which positions were taken over the phone.

However, the unit in Rumania has been listed as an army for THREE consecutive game reports going back to JIHAD #7 - every report since the restart notice was published in the zine. Since no report of this error has been made up to now, I must rule in accordance with normal hobby practice that an error - no matter whose fault - which is not reported to the GM by the next deadline must stand. It's A RUM now...

Autumn 1903...Russia retreats f nwy-BAR.

Winter 1903

Austria (Tom Thorsen): Build f TRI.

England (Dan Palter): Build f EDI.

France (Jim Moir): Even.

Germany (Kevin Mooney): Build a MUN, plays one short.

Italy (Mike Steagall): Even.

Russia (Ron Kelly): Remove f bal.

Turkey (Steve D'Alessandro): Even.

Spring 1904

Austria: a bud-RUM; a GAL s a bud-rum; a SER-bul; f GRE s a ser-bul; a VEN holds; f tri-ALB.

England: f edi-NWG; f NTH s f edi-nwg; a BEL-hol.

France: a bre-GAS; f ENG s a lon; f NAT-nwg; a LON holds; f mid-WES; a spa-MAR.

Germany: a WAR s Austrian a gal-ukr (not so ordered); a ber-MUN; a KIE-hol; f swe-DEN; f NWY s a fin-stp; a FIN-stp; a mun-RUH.

Italy: f EAS s Austrian f gre-smy (impossible); a ROM holds; f TYH holds.

Russia: f BAR s a stp; a rum-UKR; a ukr-MOS; a STP s a ukr-mos.

Turkey: a BUL s Russian a rum (ordered to move); f CON s a bul; a ank-SMY; a smy-SYR.

Deadline for Fall 1904 orders is 10:30 p.m. EST on Wednesday, February 25, 1981. Press follows.

England - Presume A Gas-Bre is for convoy. Where to?

Hazel Park - Would you believe back home to Gascony...

Smyrna - Imperial coastwatchers are watching the Italian East Mediterranean fleet. The rumors that they have been hearing the song "I've Got No Strings" sung in Italian is totally false.

Vienna - My apologies to those who may have sent mail to me and are waiting for a reply. I was out of town for the holidays and later had the flu.

My records show that I have no mail from you people. Was it something I said? Let's liven this game up.

Hazel Park to Vienna - I agree. This game does need livening up again - I remember the good old days when Russia was in Kiel, Italy was in Bulgaria, and everybody was trying to screw everyone else...

Contest Corner

Al Pearson won the World's Toughest Diplomacy Quiz with a score of 88.9% - higher than I'd figured...

For those of you who cared - the answers are:

- 1 - Austrian F Tri-Ven, A Vie-Gal, A Bud-Rum.
 2 - Carl Eichelberger
 3 - Wells, Konig, Walker, von Metzke, Beyerlein, White, Agosta,
 Agosta
 4 - Edi Birsan
 5 - No significance - 1962A was a fake game perpetrated by Walker
 and von Metzke to give John Boardman a hard time.
 6 - Rod Walker, Steve McLendon, Fred Hyatt
 7 - Russian F StP(sc)-Bot, A Mos-StP, A War-Gal, F Sev-Bla
 8 - Graustark, Runestone, B.O.A.S.T., Bushwacker, EFGIART, Claw and
 Fang, The Mixumaxu Gazette, Liberterrean, Fol Si Fie, maybe others.
 9 - The answer I sought was 28 - I also gave credit for 6, based
 on a flaw in the question's wording.

The newest contest is the Fake Contest - well, the contest is real enough, but it concerns itself with fakes.

I believe that JIHAD would be extremely difficult to fake well. Furthermore, I think that there are two zines that would be even harder to fake well - Envoy and Lone Star Diplomat.

Therefore, I issue a challenge...

From now until April 15th, I'll be accepting entries in the JIHAD Fake Contest. To enter, simply fake an issue of Jihad, Envoy, or Lone Star Diplomat, and make sure that I get three copies AND verification of the person responsible for said fakes. You may, of course, send out the other copies to anyone you wish...

I have secretly assembled a panel of judges for this. The best entry in the contest will win a TWO YEAR sub to JIHAD, AND Roy Henricks has thrown in a two year sub to Envoy as well. The Jihad sub is also redeemable in gamefee credits. The judges reserve the right to declare no winner if no entry is of suitable quality.

I don't think y'all can do it...

Apocalypse (from page 13)

Apocalypse is a LONG game - but it's innovative, requires skill, and yet remains supremely playable. It's a bit expensive for most of us, but if you get a chance to play it, DO SO.

Looking at Next Month

I didn't think I'd ever get to this spot in this issue.

A Mighty Fortress #2 will start next month, and maybe North America:
2020 will as well. I'll have a discussion of the Origins Awards - which
may include my nominees and why, and I'll certainly reprint the ballot.

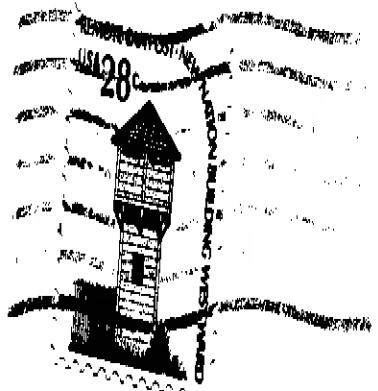
As stated earlier in the issue, I'll publish my address list, and any further pertinent information on the Class of '80 feature.

I think the rest of the issue's just gonna have to be a surprise. I'm really too tired to think clearly now...but I'm pleased with this longest issue of JIHAD. I hope you are, too.

Am I gonna do the Class of '81? You're darn right I am!

Until next time... .

GLENN E. OVERBY II
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